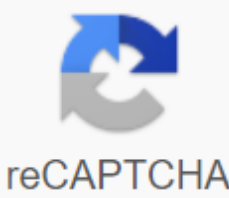




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Basics of the game At the beginning of the game you will be able to control only DK. As you progress through the levels, you will find and free four more Kongs. Each Kong has unique abilities that need to be used to collect five golden bananas per level, per character. These are collected in different ways in each level, but one in five is always obtained by finding a plan and returning it to Snide's hut. Shacks There are four different types of shacks in the game, but not all of them appear in each level. They are: Eccentric - Eccentric makes potions for Kongs that give them special abilities. Funky - Funky is a source of weapons for the Kongs. Candy - Candy provides musical instruments. Snide - Snide collects plans from every Congo and in return gives them a golden banana. Of course, potions and guns aren't free. To get them, simply collect coins that are scattered around the levels. It's a good idea to find each chat as soon as possible whenever you start a new level. You never know when a new step will be offered. To complete the level of 100% with each figure, you need to do the following: 1. Collect 75 small bananas for the medallion. 2. Find the plan and return it to Snide for the golden banana. 3. Collect four more bananas for a total of 5 each level. Fairies Are scattered all over the place. Whenever you hear one giggling, look around and you'll probably find it. By getting photos of them, secrets can be unlocked. These are described in the Secrets section at the end of this guide. Gold crowns These are obtained by completing the level of the battle arena. There's one on stage. Bonus Barrels Lead to a bonus run that rewards you with a golden banana for completing it. Banana targets Each monkey must collect five bananas in each level, and five in the central center. At regular levels, turning the plan into Snide always collects the fifth banana. Are found on enemies with hair in the same color as small bananas, coins, etc. RELEASE KONGS DONKEY KONG You start the game only Donkey Kong available. To use the other Congos, you must first find them, and then perform some small task that will free them from prison and reward you with a golden banana. In case you're having trouble finding and releasing one of the characters, we've compiled this quick list of indicators. DIDDY KONG Level: Jungle Japes Diddy is located in the first level, Jungle Japes. To find it, climb to the edge of the cliff, and then swing over the vine to the cannon. Come on diddy. After talking to him, three coconut switches appear. Left and right are easy to shoot, but the middle is a little more complicated. You have to stand on both ledge with the swinging vines, look down, and shoot. Once all three are shot, you'll free Diddy. Tiny Kong Level: Angry aztec as small and the ropes are in the angry Aztec level. You'll have to use DK and Diddy to free both of them. For Tiny, use Diddy to enter the first temple. Stomp the Diddy switch and then climb the platform. Once on top, look over and shoot the peanut switch. This will create a new platform to go to the music pad. Use the pads to melt the ice down and open your way to Tiny. Swim through the tunnels until you come into the room with Tiny in it. Dash blocks in the correct order to spell K-O-N-G. LANKY KONG Level: Angry Aztec To free Lanky, you must first release the llam as DK. Then go to the temple of the llama and shoot the switch to enter. Find the music mat inside and use it to make the llama come and turn into lava into water. Swim across the water to the room where Lanky is being held, then shoot the switch to free him. Chunky Kong Level: The frantic factory of kong's last, Chunky, takes place in a desperate factory level. You'll have to use Lanky to free him. From the entrance, walk through the left hall and down the long pole. Follow the corridors through one room and then step into another corridor. This will lead to a room where chunky takes place in a large cage by the ceiling (on one side of the room there is a stack of boxes, which is one of the main landmarks that know you are in the right place). Use Lanky to climb the pipe in the corner and stomp on lanky to switch to free chunky. BANANA TARGETS Each monkey needs to collect five bananas in each level and five in the central center. In each level, turning the plan into Snide always collects the fifth banana. Plans are found on enemies with hair in the same color as small bananas, coins of this character etc. JUGLE JAPES The first level is Jungle Japes. Initially you will only have DK, but you can find Diddy at this level. You'll want to come back here later with every character. DONKEY KONG 1: Just talk to Diddy. Banana 2: Free Diddy to be shooting three coconut switches with a gun. Banana 3: Pound DK switch near Cranky's cottage. The switch is under the hut you have to use to destroy Rambi, and then releases the banana near the first tunnel. Banana 4: Complete the first barrel blast level. Banana 5: Kill krusha's yellow hair in the tunnel where there was a second coconut switch for the blueprint. DIDDY KONG Banana 1: There is a small cave in the entrance tunnel. Shoot peanut switches to get into the banana. Banana 2: Stomp the Diddy switch (again under the cottage), and then use #4 teleport to get to the banana before the timer runs out. Banana 3: Enter the mountains (by shooting the peanut switch on the side), then shoot the peanut switch inside, which will then expand the bridge. Walk across the bridge and pound the switch to make the banana appear on top of the mountain. Banana 4: Deeper in the mountains, ram the switch, then climb the large pipe. Enter the pipe, complete the mining cart bonus phase, and you will receive a fourth banana. Banana 5: Kill the redheaded Krusha using peanut guns for the plan. Tiny Kong Banana 1: Shoot the switches in the first cave to play the bonus stage for the banana. Banana 2: Like Diddy, pound the tiny switch and use the teleport to get into the banana before time runs out. Banana 3: Shrink, and go to the shell. Open the door and then you get a banana. Banana 4: Again, while shrinking the jump from the mushroom and into the trunk of the tree. Banana 5: Find and beat the purple hair of Krusha in the tunnel and turn the plan. LANKEY KONG Banana 1: As with tiny, enter the first cave and shoot switches to get a bonus game for banana. Banana 2: Again, stomp the switch near the eccentric Kong shack and race for the banana before time runs out. Banana 3: Use Lanky's special handstand to move to walk up steep hills in the tunnel leading to Eccentric. In there is a bonus round barrel that will give you a banana score. Banana 4: Again, use the handstand move to climb the steep hill where the peanut switch that Diddy shot was. Inside stomp on two pins to reveal the banana. Banana 5: In the tunnels near Cranky is a blue-haired Krusha who will give you a score plan. Chunky Kong Banana 1: Again you have to stomp the switch, but this one is hidden. It's behind a giant Rambi wall that you have to use to open the Rambi. Then you have to throw a big stone there to find the switch. Once you're tracking the switch, use the teleport at Cranky's to get to the water. Then climb the vine and jump on Funky's. From there, jump from the top of the banana to the next ledge and run as fast as you can on the banana before the timer reaches zero. Banana 2: The second banana is in a large rock on top of a large X panel near the entrance tunnel. Throw Rock get a banana. Banana 3: After you throw the rock, stomp X until it breaks, and you fall into a small cave. Go to the end of the cave and shoot two switches in the skull. Banana 4: Go to the same area where Tiny uses her shrinking abilities. On the center platform of the Tiny area can use its special ability to reach the bonus barrel. Banana 5: Chunky's Blueprint is waiting for him in the tunnel under Square X. ANGRY AZTEC Both Tiny and Lankan are exempt at this level. Donkey Banana 1: Explore the level until you find a building with a llama on the door. Use the DK pad to fly into the sky to relax in the cage llamas, and banana. Banana 2: Once you release the llama, you can enter the temple llamas by shooting the switch. Inside, you can get a banana by releasing lanky. Banana 3: Use DK's new special ability to walk across the sand and into the cave (once the path is cleared). There's a bonus barrel at the end of the cave. Banana 4: For the final banana, you need to make your way through the second temple, get the banana, then get out before time runs out. Each figure will have to do for a banana. We'll just refer to it as Temple Run Banana 5: In the first tunnel, use a DK barrel across the sand and fight Krusha on the bridge. DIDDY KONG Banana 1: Temple run (see DK Banana 4). Banana 2: In the second temple, free Tiny spelling KONG over the pounding switch. The first of the super challenging puzzles in the game. Banana 3: You need to use the jetpack and fly through the circle at the top of the statue. That'll free the cane. Next, you need to follow the canoe and fly through all the rings it leaves behind. Make sure you stay close to him. Banana 4: For the fourth banana, find a platform with four gongs on it. Charge each one and the tower will rise. Grab a jetpack and fly to the top for a banana. Banana 5: Look at the top of the first temple and beat Krusha for the plan. Tiny Kong Banana 1: Temple run. (see DK Banana 4). Banana 2: In the first temple, if you shrink and dive into the pool, you will see an entrance to which you can get. Go through there and find the bonus barrel. Banana 3: In the temple llamas, shrink access to the little puzzle. Stomp tiny switches to reveal a banana. Banana 4: Go to the tower that Diddy picked up and shrink. Stand on a music mat and play on your instrument to call a bird that takes you to the top where you can enter the tower to get into the racing mini game. Slide off the slope while collecting 50 coins, and come first to get a banana. Banana 5: In the second tunnel fight Krusha at the table on Wednesday. LANKEY KONG Banana 1: Temple run. (see DK Banana 4). Banana 2: In the temple llamas, if you play Lanky's instrument in the main room, two large heads will rise from the water. Use them to access the bonus barrel. Banana 3: In the same temple, solve the rotating head puzzle. You have to shoot in the head, and then shoot another one of the same color and sound. It works just like the old memory game. As soon as all the heads turn, you get a banana. Banana 4: In the first temple stomp lanky switch, and the bird appears carrying a banana. You have to shoot him until he lets go. Banana 5: In the temple, use the teleport to achieve the plan. Chunky Kong Banana 1: Temple Run. (see DK Banana 4). Banana 2: In the tunnel, you will find an area where you need to shoot switches to get. Once you do this, you need to place the corresponding vase on the correct base. Once all of them are in place, you get a banana. Banana 3: In the first temple play Chunky triangle on the mat to access the rotating room. Kill all the Klaptraps until the banana appears. Banana 4: In the second tunnel, use the barrel to get buff, and then pick up a giant boulder to place on the table in the middle. This will increase the cage, allowing you access to the bonus barrel and banana. Banana 5: Chunky's Blueprint is also in the temple. The Last Kong's frantic factory, Chunky, is liberated here. Donkey Kong Banana 1: Find a room with large numbered blocks in the center of the room. Pound switch DK, and then you need pound numbers in ascending order at the allowed time. Banana 2: Once you find a high voltage building, shoot the coconut switch to open it. Once inside, pull the switch to activate the large machine in the middle of the level. Banana 3: Now that you have the machine activated, you can enter the door at floor level. Inside, use the barrel for a special DK ability to safely get to the banana that awaits at the end of the area. Banana 4: When you find a classic donkey Kong arcade machine, pull out the switch to activate it. Clear level four with one life to get you a banana. Banana 5: The way up at the top of the giant machine is the DK blueprint. DIDDY KONG Banana 1: Pound diddy switch in the big engine room, and make your way to the banana. The other four Kongs will have to do the same, but you can #4 teleport to make the way back up easier. Banana 2: There's a Diddy switch right in front of the high-voltage room. If you beat it, you'll get access to a bonus game that rewards you with a banana. Banana 3: Find a room with a large stack of blocks in the middle of it. Use Diddy's new special ability to reach the top where the bonus barrel awaits. Banana 4: Play Diddy guitar on glass to enter the room. Ram the blocks in the order listed on the door, and you will receive a banana after you solve the third. Banana 5: Near the base of the giant machine is the red Krusha. Tiny Kong Banana 1: Pound the tiny switch and go to the bonus barrel for the banana. Banana 2: Shrink where you see a small track, and come first with the right amount of coins for a banana. Banana 3: In the room where the DK arcade machine is, shrink again to enter the small tunnel, where a golden banana awaits at the end. Banana 4: Last time, shrink in the block room to play a little dart mini banana game. Banana 5: There is also a purple Krusha in the room where the purple coins are around the pole. Beat it to get a plan. LANKEY KONG Banana 1: Pound rope switch. Banana 2: In the block room, use your new balloon special move to swim to the bonus barrel. Banana 3: Find the room where the chunky cage is. Use your special handstand walk to reach the switch that releases it and banana. Banana 4: Use the Lanky tool to open the glass and access the puzzle. Just remember and repeat the melodies. Make it up for the banana. Banana 5: In a large room where there are various puzzles for kongs is blue Krusha, who holds the plan. Chunky Kong Banana 1: Pound chunky switch. Banana 2: Find the metal grate, and use your new punch move to smash through it. There's a bonus barrel inside. Banana 3: Again break the metal grate to enter a small room with three platforms. Pound box in the corner to reveal the pound switch that switch to detect the banana. Punch the button on the wall, then use the moving platform to reach the banana. Banana 4: Use the Chunky Triangle to open the glass small room (after you bash through the gate), and defeat all enemies on the banana. The ultimate enemy will require you to use Chunky's special ability to defeat the barrel. Banana 5: A room with a stack of blocks is where you'll find Chunky Krush. Gloomy galleon This is the first level where you have all five Kongs right at the beginning, and that's massive. Donkey Kong Banana 1: Near the lighthouse, there is a DK pad that will launch you into a barrel blast level. Complete that free seal and score a banana. Banana 2: After you free the seal, win the race against it (and collect 10 coins) for the next banana. Banana 3: Near the funky shack, there is an island with music pads for each character. Play your instrument there and the door will open in the sunken ship. Banana 4: Go inside the lighthouse (press the up button at the base of the island) and climb to the top and stomp the DK switch, which ignites the fuse and gives you a banana. Banana 5: After Diddy activates the fourth teleporter, DK can use it to get to his plan. DIDDY KONG Banana 1: Like DK, use the music pad to open the gate. You will first need to cut the water to get to the mat using the button at the base of the lighthouse. Banana 2: For the next banana, use diddy barrel near the lighthouse to get a jetpack, then rocket down to the boat circling. Stomp the Diddy switch, then rocket to the top of the lighthouse for a banana. Banana 3: While on top Lighthouse, play guitar on the mat there to release large mechanical fish from the cage in another bay. Run over there as fast as possible and swim into your mouth. Now kill that pesky bee inside, and then get some driftwood. Shoot each hole at the big heart three times in the time allowed for your banana. Banana 4: The last banana requires you to use Lanky to turn into Enguarde to open your way to a large room with towers of gold coins. Jumping over the DK star three times does it. Inside it works just like the blocks in the last level. Bounce your way to the top. Banana 5: When the water level is low, you can access a small cave in the bay of lighthouse to get Diddy's plan. Tiny Kong Banana 1: Once again, enter the sunken boat for the banana. Banana 2: Shrink and enter the giant shell and talk to the mermaid. Find her five missing pearls and return them for a banana. To find them, go to the treasury and enter the keyhole of the giant chest. The pearls are in oysters. Banana 3: Pound the tiny switch and go halfway through the sunken ship. Banana 4: Go to the big bay and find a small piece of metal. If you shrink, you can enter a small hole for the banana. Banana 5: Use the cannon near Cranky's to launch you up to the small plank walkways. Tiny's Blueprint Krusha is in one of the little feces. LANKEY KONG Banana 1: Again, enter the ship in the same way as the others. Banana 2: Pound the Lanky switch and swim on a half-buried boat in a large bay. Banana 3: Use Enguarde to smash all the chests until you find the one with the banana in it. Banana 4: In the mint room, use the second tower and swim your way to the top for a bonus barrel. Banana 5: When the water is high, Lanky can climb the dots at the entrance to get his plan. Chunky Kong Banana 1: Before you get into the water, walk to the area where it is eccentric. If you enter one of the tunnels, you will find three chests. Use your super punch smash to open all three for fairy, music topping headphones, and banana. Banana 2: Enter the sunken ship again, just like the others. Banana 3: Near the main entrance, you can turn right and go to the area where you will find the cannon. If you have water picked up, you can reach the cannon, and carry a cannonball to it to get a banana by shooting targets at the allowed time. Banana 4: Get on the boat circling the lighthouse, then smash into the pad door until you get to the below board. Super punch through the mesh, then super punch the barrels until your face appears on them for a banana. Banana 5: Chunky's Blueprint is waiting for him on the island with all the music pads. FUNGI FOREST At this level, you can change the back-and-forth environment from day to night using large tree clocks. Some doors can only be opened during the day, while others are only open at night. Cranky also offers allow you to stomp blue switches. Donkey Kong Banana 1: For the first banana, go to the giant mushroom. Inside are switches for every Congo. Use all shoot switches, then use dk super stomp switch. Use the cannon to get into the banana. Banana 2: On one of the sidewalks outside the giant sponge is a DK pad that sends you to the barrel blast stage for the banana. Banana 3: In a large barn, stomp the box to reveal the DK switch. The switch opens the door to three sticks. Find the combo lever on the wall above the banana then pull them out in the correct order to reveal the banana. Banana 4: In a smaller barn, stomp another box to reveal another DK switch. This one brings a bonus barrel that you have to swing at the allowed time. Banana 5: At night, beat Krusha for thorns near the barn. DIDDY KONG Banana 1: After climbing on to a cable near the water wheel house, you stomp the switch on the roof to gain access to the winch room. Shoot the ON switch then dash to the up arrow to reveal the cage with the banana. Across the ditch is a musical pad that releases a banana. Banana 2: There is a Diddy mat on one of the barns that you can use to get to the small door. Once inside, play the guitar and call the bird with the flashlight. Use the light to walk on the planks to the banana. Banana 3: Inside the big tree (Lanky opens the way) is a guitar pad. By playing it wakes up the owl, fly through the rings and then take the bonus barrel. Banana 4: Use the jet pack to get to the top of the giant mushroom for a bonus barrel. Banana 5: Inside the giant mushroom, climb to the bottom of the two wine plateaus where krusha is red. Tiny KONG Banana 1: Like DK, break the switch in the sponge, and the banana will be unveiled. It's in the bonus barrel that you're going to have to climb. Banana 2: Go to a large area of the tree and walk behind a giant stump. Shrink, and then use the music mat to call your bird friend. Fall into a hole and kill all the klaptraps inside to get the banana, and the magic beans. Banana 3: Take the magic beans to an area near Funky's to get another banana. Banana 4: Find the giant spider by shrinking the barn near the #1 teleport. You have to do this at night, so during the day the Chunky have to smash through the wall and break the boxes inside that block a small hole for Tina. First beat the small spiders, then shoot the big in the eyes three times for the banana. Banana 5: Purple Krusha is aboard the third level giant mushroom. LANKEY KONG Banana 1: The switch on top of the mushroom opens two doors for a short time. In one, it's very easy to get a banana. All you have to do is bounce the mushrooms to reach it. Banana 2: In the second room, use a picture of Kongs that is on the wall and stomp color-coded mushrooms respectively. Banana 3: In where Diddy pulled out the cage, there is a small entrance that Lanky can enter. Inside, you have to stomp the switch, and then shoot down all the bats. Banana 4: The fourth banana can only be taken after going to the next level (Crystal Caves), and get a new potion from Cranky. Once you do this, wake up the rabbit using a music pad, and beat him in the race twice. Banana 5: Lanky's Blueprint Krusha is under a giant tree (in a small tunnel). CHUNKY KONG Banana 1: The first banana is actually pretty easy to get. There is well near the clock that if you stomp the grate, you will be thrown into the new mine basket bonus level. Once again, collect 50 coins for a banana. Banana 2: Go to the barn where DK made a level puzzle, and enter again by smashing the big door. Play your little triangle (which will then turn on the machine), then place three barrels on the belt to get a banana. Banana 3: On the top floor of the mushroom there is a door in front of it with a sturdy switch. Stomp the switch, then solve the puzzle inside by shooting the squares until the image of Chunky is formed. Banana 4: For the final banana, goto areas near Funky and use the Eccentric Barrel to get all buff. Squash the killer tomato then pick up the worm home and carry it to a piece of dirt with an apple on it (its close to the clock). Banana 5: At night, near the middle interior of a giant mushroom, swing on the vineyard to reach off deck, where krusha is green. CRYSTAL CAVES DONKEY KONG Banana 1: There is a DK pad near Cranky that takes you to the blast level of the barrel that ends with the bonus barrel. Banana 2: Another banana is both complicated and frustrating to get. First, you're going to have to get Diddy to fly the DK star over the igloo. Then you have to play your bongos to enter it. Inside, prepare to pull out the hair. There is a rotating ice maze with a banana inside. The trick is that even if you touch the walls of the maze, one day you'll take off the entire melon of your life. What you need to do is make as much progress as possible when the maze moves away from you, and continue walking as it moves towards you. Banana 3: Near Candy there are two cabins. One of them can only be specified DK. Inside, stomp the blue switches to rotate the room, and play a little matching game using the four-square boxes on each wall. Banana 4: The second cabin is easy for DK. Just shoot down all the bees in the room. Banana 5: DK plan is on a small ledge near the castle. You need to carefully walk on a small plank to get to it. DIDDY KONG Banana 1: Diddy will also have to go to the igloo, but its task is easier than DK. What you need to do is remove the barrels from their foundations in the correct order. The bases are numbered, but you can only see the numbers after lifting the barrel. So, pick up the barrel, and if it's not the right number, put it down and check Banana 2: Right next to Funky is a bonus barrel floating in the air. Use the jetpack to achieve this. Banana 3: There are two doors for Diddy to enter the large cabin. The first is heavy. You must invade, and kill all enemies in the permitted time. Use a jetpack and peanuts for two weaker ones, then use oranges for others. Banana 4: Compared to the last banana, this one is very easy. Attach yourself to the jetpack and light the candles. Banana 5: After Tiny activates the fourth teleport, Diddy can use one of the stalagmite to reach the red Krusha. Tiny Kong Banana 1: As with others, tiny must enter the igloo. Defeat the enemy inside, then stomp the switch. Then you need to stomp the switch, which circles around the room three times. Banana 2: Near the igloo there is an ice wall with a small hole in it. Shrink to get into the bonus barrel. Banana 3: Near Funky there is a path leading to another wall of ice with another small hole in it. Slide to the small ledge to shrink, then slide back and enter the small cave. Then use the Tiny pad to teleport inside one of the ice domes near the igloo. Banana 4: Finally, Tiny has to go to the cabin. Defeat enemies using oranges, then slide to get a banana. Banana 5: Tiny's purple Krusha can be found near the cabin. LANKEY KONG Banana 1: Surprise! The ropes also have to pass the igloo. By defeating all enemies inside, the lanky pad appears. Then you need to use it to arrive at the banana. Banana 2: Go near the cabin, which can only be entered DK, and there will be another cabin on the right, which can only be entered by the Lanky. There is a mat on the roof that allows Lanky to enter. Inside, you need to swim into the Lanka barrel, drop and run at full speed to the switch to catch the banana in time. Banana 3: The other two bananas are in a large ice castle. For the first time, stomp the switch and you get access to the race against an error from the angry Aztec level. Make sure you gather Lanky's walking speed from Cranka before heading here. Banana 4: Another banana requires you to solve a little puzzle inside the castle. Simply rotate more squares than the monster, and you win. Banana 5: Use lanky pads to swim up to the high ledge near Funky to find the blue Krusha. Chunky Kong Banana 1: Inside the igloo, punch the flames to save the rabbit. Banana 2: Find a small room with a giant rock. You need to turn into Hunky Chunky and transfer him to the rotary switch. This allows you to access the banana in another ice dome near the igloo. Banana 3: Goto eccentric and get your new potion. Then go to the entrance and break through the wall to the cranky block inside. Use it and the banana will be revealed. Banana 4: The final banana is waiting for you in the cabin. Stomp bull's eyes and Chunky pad appears. Use it to access the bonus Banana 5: Chunky can find his Krusha on top of an igloo. CREEPY CASTLE This is the final level where you have to collect golden bananas. Now, all the puzzles here are as easy as you've done most of them before. Cranky offers a new potion that allows you to stomp red switches at this level. Donkey Kong Banana 1: Near the entrance, there is a big tree. If you go to Funky and get a cool sniper gun, you can get a banana inside the tree. You need to approach with a gun to hit the targets to raise water for the banana. Banana 2: Inside the castle there is a puzzle in a small way similar to the lever puzzle in the mushrooms of the forest, and if you solve it, you will have to complete the next level of the mine cart. As in the Mushroom Forest, the puzzle solution is on the wall. Banana 3: Remember that chunky puzzle in the mushrooms of the forest where you had to create a picture of your face? Well inside the castle DK must do the same, but you need to stomp tiles, not shoot. Banana 4: Inside the library, you must first stomp the red switch, then use the DK barrel to run invincible on the banana. Banana 5: Inside the big tree is a barrel blast, complete to get to the yellow Krusha. DIDDY KONG Banana 1: Now, Diddy has to face the toughest puzzle in the game (yes, even harder than spelling KONG). In the catacombs you will find a large coffin where you have to rack your brain and pound switches in order. They are numbered 1 to 4, so try your best to bash them right. Banana 2: When you find a golden banana that disappears when you approach it, simply blast the peanut switch and swing at it. Banana 3: Light candles in the ballroom with a jetpack to get into the bonus barrel. Banana 4: Check out the top of the castle for another bonus barrel. Banana 5: Red Krusha is located in the middle of the crypt. Tiny Kong Banana 1: Jump and slip from each skeleton hand under the castle to reach the banana. Banana 2: Again under the castle, slipping on the bonus barrel. Banana 3: Inside the ballroom, use the tiny pad to teleport to the top, then shrink to complete the next racing mini-game. Banana 4: Find the silo outside the castle and shrink down. Then, storm inside and shoot down all enemies. Banana 5: There is a ledge in the crypt area where purple Krusha is waiting for tiny. LANKEY KONG Banana 1: In the catacombs, shoot the grape switch, then use the Lanky barrel to run as fast as you can to the gate. Then use a music mat to get to the banana. Banana 2: While under the castle, stomp the Lanky switch, then use the music pad. Finally, use lanky pads to swim on the bonus barrel. Banana 3: On your way to the top of the castle there is a rope switch that gives you access to the hedge maze. Use the barrel to speed your way through it. Banana 4: At the top of the castle stomp lanky switch. Then blast the switches and flush out the bonus barrel. Banana 5: Krusha is just behind the drawbridge. Chunky Kong Banana 1: Inside the tree, chunky can cut off the switch for the bonus barrel. Banana 2: Under the castle, smash open coffins for a bonus barrel. Banana 3: Find a small shack near the greenhouse, then break open the crate to find the chunky pad. Turn invisible, then play your triangle to kill the bats and get a banana. Banana 4: In the museum, super punch three gongs, then place the boulder on the table. Banana 5: Chunky's plan is easy to find. Simply follow the trail of bananas from the entrance to the dungeon. CENTRAL HUB Now you are strong enough to get all the bananas of the central hub at once. You may have already found some just by exploring, but all are listed below. As with normal levels, there are also blue prints to collect. You'll want to be sure to find them all before you head to the final level. Donkey Kong Banana 1: This is actually the first banana in the game. You'll get it after your first conversation with K. Lumsy. Banana 2: There is a banana on the way to the Frantic Factory. Shoot the coconut switch to get him. Banana 3: In the Frantic Factory lobby, pull the lever to get to the top level, where there is a music pad. Banana 4: In the lobby of crystal caves, chunky have to break through the ice walls, then use a DK barrel to walk through the lava on the banana. Banana 5: After Creepy Castle, and after you activate all teleports, use the teleport near the Hideout Helm entrance then shoot the switch to reveal Krusha. DIDDY KONG Banana 1: Once you have access to diddy barrel before the mushrooms of the forest, you can rocket up to the banana on top of the waterfall. To get a barrel to have chunky blow boulders near Angry Aztec, then use the ropes on the pad. Banana 2: There is a bonus barrel high on top of the mountain that you have to rocket. Banana 3: Right next to Snide's (Snide is located on the island that Frantic Factory is), there is a Diddy pad to access the bonus barrel. Banana 4: As with DK in the Lobby of the Frantic Factory, Diddy has a banana in the Crystal Caves lobby. Use the Diddy barrel to fly as high as you can to find the music pad. Banana 5: On a small island in the lobby of the haunted castle is Krusha behind the cage. Use DK to open the cage, then defeat the enemy with Diddy. Tiny Kong Banana 1: Tiny is the first banana is on a fabulous island where you need to shoot a switch to get it. Banana 2: In the lobby of Gloomy Galleon, Chunky can stomp the switch to open a small passageway for Tiny to enter. That'll lead you to the banana. Banana 3: If you come across two gongs in the angry Aztec lobby, there will be a bonus barrel on which Tiny can slide. Banana 4: Use the tiny pad on the island where Frantic Factory is to reach the music pad that will give you the banana. Banana 5: With Chunky, punch box in frantic factory hall reveal Ore. LANKEY KONG Banana 1: In the first level lobby, Jungle Japes, there is a music pad under the boulder that gives you a banana. Banana 2: On the back of K. Lumsy's island, you'll find a banana behind bars. Banana 3: Inside the same island there is a rope barrel and switch. Use the barrel, then swipe the switch. Banana 4: Inside the haunted castle lobby, use the Lanky pad to swim to the top of the small island for a bonus barrel. Banana 5: Lanky's Krusha is located in the lobby of the Crystal Caves near the DK barrel. Chunky Kong Banana 1: On the main island, just find the banana behind bars and shoot the switch. Banana 2: Near the angry Aztec throw the boulder then use the music pad. Banana 3: After getting tiny banana on the island where Frantic Factory is, a chunky barrel appears on the island where you found the fairy before. Use it and go to the big Platform X. Then stomp X. Banana 4: Make yourself invisible in the hideout helm lobby to reveal the way to the bonus barrel. Banana 5: Chunky's Krusha is located in the lobby of Gloomy Galleon. 201st Bananal! You may have thought you found all the bananas once you collect the number 200. But you still have one. After you take pictures of all the fairies in the game, return to the fairy island with Tiny. Inside the big fairies will reward you for your hard work with the last banana in the game. HIDEOUT HELM There are no bananas in the final level. But you still have to work hard. The first part of the level is timed, but if you managed to collect all the plans of Snide, you will have plenty of time to complete it. Each Kong must use the same moves they have been using for most of the game to get into the engine room, and then stand on the music mat. Once everyone does this, everyone has to go through mini-games. Once you're done, K. Roool will leave behind the last key of the boss you need to free K. Lumsy. The problem is that you need both Nintendo and a rare coin to get into the key. For Nintendo Coins: You must first defeat the original Donkey Kong game. Located in the Frantic Factory area and you will need to use gorilla-grab to control the lever. Once you beat all four stages, play once more and finish it again to win the coin. For rare coins: Collect at least fifteen banana medals, then go see the eccentric. He allows you to play the classic Jetpac game, and if you earn 5,000 points, the rareware coin will fall from the sky. Once you have the key, you can free K. Lumsy and go into the final battle against K. Roool. BOSS STRATEGY Do you have trouble beating a certain boss? No problem. Here are some quick tips on how to get rid of excessive troublemakers. Army Dillo The first boss is very simple. Like DK, simply move left and right to avoid the fireball, then run away from it as it rolls around Arena. When he jumps his head out of the shell, throw a barrel of TNT at him. Dogadon Dogadon needs the same strategy to beat army dillo, but you're using Diddy, and you don't have to worry about him rolling over you. Whenever he lands, throw a TNT barrel at him. Mad Jack This jack-in-the-box is probably the most annoying and frustrating boss in the game. You have to use Tiny to slide from platform to platform when chasing around. When it lands, you need to find a platform that is the same color as the one on which it sits, which also has a switch. Switch the switch and try again. Pufftoss Pro this simple boss, simply use Lankans and drive the ship through five DK stars several times. Dogadon 2 Now, Chunky must face Dogadon. Use the same strategy as before, but after the platform starts to drop, throw the TNT barrel at it, use the Chunky barrel, and super punch it three times every chance you get. Army Dillo 2 Again, DK must face the army of Dillo. Use the same strategy as before, and then run in very tight circles shaking new guidance rockets that will shoot at you. King Kut Out The last regular boss is k. Roool's cardboard cutout. Use each Kong and blast them on a huge piece of paper. K. Roool To beat K Roool, you will need to use all congos and their own special abilities: DK: Immediately jump on the tensioners and eventually barrels will appear over each of them. Wait till K Roool plays it for the crowd, and then shoot at him. Dodge the gloves until Diddy's barrel shows up. Then, fly up to the top of the arena and shoot the targets at the lights so that they will fall on the K Roool. Ropes: Use Lanky's long range to hit the switches outside the ring. Then throw the barrel on the mat. Tiny: Hover over the shock waves, then use the tiny barrel to shrink and enter the Roool shoes. Shoot the first tip once, the second two times, the third three times, and the fourth four times. Chunky: Dodge the shadow invisible to Roool, then use chunky pads to disguise yourself, and then use the chunky barrel to become a super buff chunky. Then you can put the last spanking on K Roool. SECRETS, as if all the small bananas, coins, big bananas, ammo and other items that need to be collected are not enough, there are even more items that can be used to open secrets. These include some well hidden fairies, nintendo and rare coins and plans for each character. Fairy Fairies are the main key used to unlock secrets. These are usually hidden very well, and you need to use the camera to snap an image of them. Before you can take pictures, you need to get the camera into a stone fairy-shaped building, located in the main hub. Simply use Tiny and shrink to get into the building. Now you are ready to go hunting fairies. Once they are captured on film, they unlock the secrets in the Mystery Menu. Some require only a few fairies, while others will require you to search for everyone in the game. DK Theatre Requirements: 2 Fairies Once you find and photograph two fairies, you can access dk theater. As the title suggests, it allows you to view any of the cut-scenes in the game (including opening the rap) over and over until you get sick of them. DK Bonus Stages Requirements: 6 Fairies Once you find both Rambi rhinoceros, and Enguarde swordfish, you can access the bonus levels to play them with six fairy pictures. Original Donkey Kong in Mystery Menu Requirements: 6 Fairies and Nintendo Coins To get the Nintendo coin that is required for unlimited play, you must first defeat the original Donkey Kong game. Located in the Frantic Factory area and you will need to use gorilla-grab to control the lever. Once you beat all four stages, play once more and finish it again to win the coin. When you shoot six fairy-tale photos, you'll be able to play the original 1981 Donkey Kong game at any time via the mystery menu. Jetpac's Mystery Menu Requirements: 6 Fairies and Rareware Coins To gain access to jetpac's 1983 Rare Games in mystery menu, you will need six fairies and rareware coins. You get a rare coin in a similar way to the one in which you got the Nintendo coin. Collect at least fifteen banana medals, then go see Eccentric. He allows you to play the game, and if you earn 5,000 points rareware coins will fall from the sky. Collect coins to unlock the game in the Mystery Menu. Requirements for battle bosses: 10 fairies Collect ten fairy pictures to unlock the mode where you can fight any boss that you have already beaten in krusha game in Multi-Player Requirements: 15 Fairies Big bad alligator from previous games DK makes cameo appearance in multi-player modes if you hunt fifteen fairies. Cheat Mode Requirements: 20 Fairies if you work hard and manage to collect every fairy hiding in this gargantuan game you will be able to unlock cheat mode. This allows you to have endless deliveries off all the items you collect in the game. That means you'll never have to worry about running out of ammo again! Plans Plans aren't as important to collect (for secrets) as fairies, but if you collect all 40 and return them to Snide, you get access to eight bonus levels. Kremlinling Kosh: Kremlinling Kosh is basically Whack-a-Mole, but instead of moles you're whacking Kremlinlings. The same rules apply, just shoot a watermelon when the Kremlin appears. Batty Barrel Bash: Although it has an unusual name, it's an easy game. It's a vending machine. Use A to spin the wheels, and then press A every time you want to stop one. Beaver Bother: In this game, you need to hear all the beavers in the hole in the center of the barrel. Searchlight Search: Use the headlight to spot the Klaptrap, then shoot with the watermelon. Kong Klamor: In this shooting range, aim and shoot at the big bananas. Be sure to hit kongs! Danger panic panic: This is another shooting range where you have to shoot melons in the mouths of crocodiles so that they will not eat fairies. Big Bug Bash: This is a simple bonus level where you just need a swat to fly in the barrel. Balancing Turtle Trouble: This is another shooting range. This time you have to shoot snakes so as to drop turtles. Turtles.